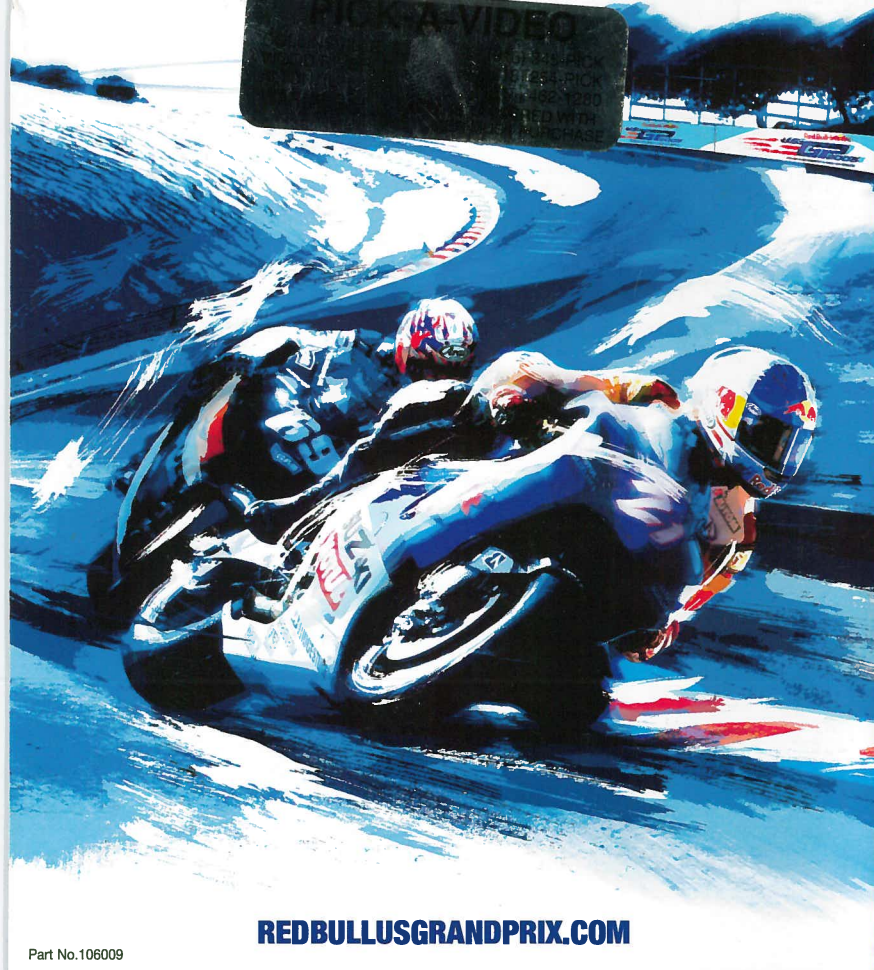


Red Bull



# U.S. GRAND PRIX GP 2005

MAZDA RACEWAY LAGUNA SECA



REDBULLUSGRANDPRIX.COM

Part No.106009

XBOX

LIVE

ONLINE ENABLED

# motogp 3

Ultimate Racing Technology



Game Experience May  
Change During Online Play

INSTRUCTION BOOKLET



## ABOUT PHOTSENSITIVE SEIZURES

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms including: lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

## OTHER IMPORTANT HEALTH AND SAFETY INFORMATION

The Xbox® Instruction Manual contains important health and safety information that you should read and understand before using this software.

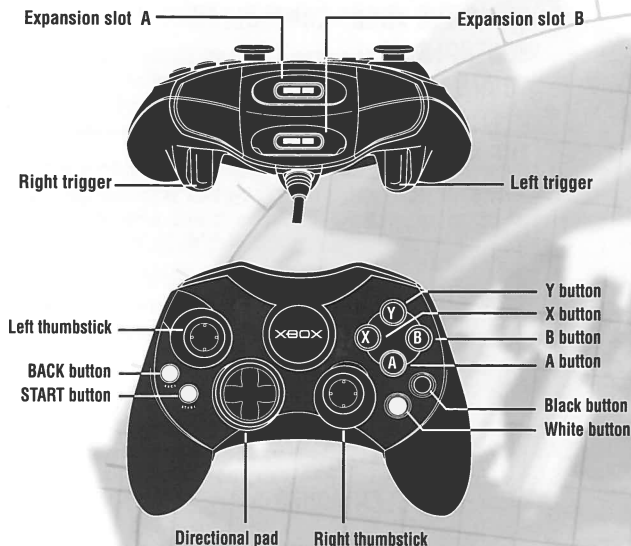
## AVOID DAMAGE TO YOUR TELEVISION

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

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1. Insert the Xbox Controller into any controller port on the Xbox console. For multiple players, insert any additional controllers.
2. Insert any peripherals (for example, Xbox Memory Units) into the Controller expansion slots as appropriate.
3. Follow all on-screen instructions and refer to this manual for more information about using the Xbox Controller to play MotoGP: Ultimate Racing Technology 3.

## TAKE MotoGP: URT3 BEYOND THE BOX

Xbox Live® is a high-speed or broadband Internet gaming community where you can create a permanent gamer identity, set up a friends list with other players, see when they're online, and receive invitations to play games. For games with multiplayer mode, invite your friends to play and talk to them in real-time while you play. For games with downloadable content, download items such as new levels, missions, weapons, vehicles, and more to your Xbox console.

## CONNECTING

Before you can use Xbox Live, you need to connect your Xbox console to a high-speed or broadband Internet connection and sign up for the Xbox Live service. To determine if Xbox Live is available in your region and for information about connecting to Xbox Live, go to [www.xbox.com/connect](http://www.xbox.com/connect).

## MotoGP: Ultimate Racing Technology 3 Standard Controls

Note: This section outlines the standard or default controls. The player will be able to select alternative control methods from within the 'Settings' menu.

## DEFAULT RACE CONTROLS

Front Brake	R Trigger
Back Brake	L Trigger
Accelerate	Right Thumbstick Up or A
Auto-Brake	Right Thumbstick Down or X
Lean Forward	Left Thumbstick Up
Lean Backwards	Left Thumbstick Down
Steer Left	Left Thumbstick Left
Steer Right	Left Thumbstick Right
Gear Up	Black
Gear Down	White
Change View	Y
Look Back	B

### Powerslide

While accelerating initiate the back brake locking the back wheel, then release the back brake once the slide is initiated.



## INTRODUCTION

Welcome to MotoGP: Ultimate Racing Technology 3. Take control of custom-built 250bhp 200mph racing machines and battle to become the ultimate motorcycle champion both on and off the GP circuit.

## RACE GRAND PRIX

All the bikes, teams, riders and tracks from the MotoGP 2004 season have been painstakingly recreated using the latest cutting edge graphics to bring you the most authentic experience of riding against the world's best without having to take up a career in motorcycle racing.

Rossi, Gibernau, Biaggi, Edwards, Barros and more await you on the complete sixteen MotoGP 2004 race circuits so detailed you can almost touch the asphalt and smell the oil!

This is your chance to take on the world's best motorcycle riders and beat them at their own game.



## GO EXTREME!

That's right! A completely new extreme racing mode offers you the chance to prove yourself on TT style road circuits from all around the world.

Ride either a 600cc, 1000cc or 1200cc motorcycle class in no rules street racing action from the towering skyscrapers of Tokyo to the windy back streets of Barcelona, from the dusty outback of Australia to the jagged mountains of Italy, from the beautiful beaches of Rio de Janeiro to the hard shoulder of the Germany Autobahn.

Race on the edge through varied and exquisite landscapes on motorcycles so realistic you might need to wear a crash helmet just to play!



MotoGP URT 3 introduces a new Ladder (aka "seed") system to rank riders. This is a measurement of the each rider's ability. It fluctuates as they win or lose and is based on their complete race performance of their whole career.

Whenever two riders are pitched against each other, this ladder is used to determine the chance of either rider winning. Your ladder movement is then calculated from your placement and odds of victory.

For example, if the odds are against you and you are racing opponents that have a higher ladder position, your chance of victory is much lower. With this in mind, if you are victorious, your rewards are greater and your ladder position moves up rapidly.

Your ladder score will be displayed frequently in the menu screens.

## SIGN IN

The first thing to do is sign in with a profile. This is used for your saved game in addition to being the name of your rider. Up to four people manage their profiles at once.

Press the A button to get to the list of Profiles. If you have an Xbox Live account your name will be listed. It will be denoted (new) if you haven't played before. If you don't have an Xbox Live account, select 'Create New' and then select Offline Profile. You will then be prompted to write a name using the keyboard pad on screen. If you are connected to Xbox Live but aren't set up yet choose Create Account and it will take you to the Xbox Live Registration screens. If you return to the list of Profiles there is always the option to Delete Profiles as well.

You can delete profiles in the sign in screen by highlighting a profile and pressing the Y button.



## SAVING THE GAME

MotoGP 3 will always auto save your race history and ladder position. The game also allows you to delete the previous race history of a profile. Additional saves occur when the user selects in game to save their race replay video during replay mode.

## POSITION AND LAP NUMBER

This shows your current place in the race and which lap you are on out of how many.

## START LIGHTS

Wait for these to go out for the race to get under way.

## BEST LAP AND CURRENT LAP

This displays your best lap time of the race so far and your current lap.

## RED TIME

If you stray off the track, then you get penalty time, or Red Time. This will be added to your lap time when you return to the track.

## MAP AND RIDER POSITION

The screen shows a map of the track with your rider's position marked by an arrow; other riders in the race are marked in grey. In Multiplayer mode each human player will have a different colored flashing marker.

## RIDER TIME DIFFERENCE

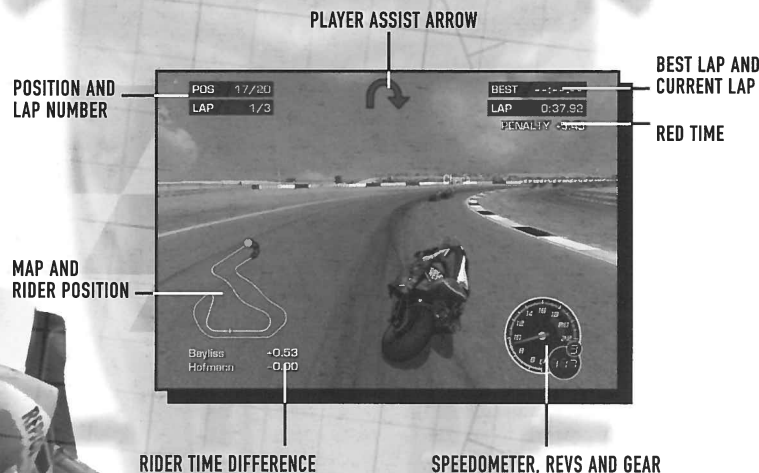
This shows the time difference between your rider, the rider directly in front and the rider directly behind. A plus sign preceding the time difference shows how far behind the next competitor you are, whilst a minus sign preceding the numerals indicates how far behind the nearest rider is.

## SPEEDOMETER, REVS AND GEAR

These dials display your rpm in multiples of 1000, speed in mph or kph and also the current gear.

## PLAYER ASSIST ARROW

At times in the race you will see assist arrows on screen. They will describe the severity of upcoming corners and chicanes. When approaching a corner the arrow changes to red if you are travelling too fast.



The main menu features Single player, Multiplayer, Settings and Extras options.

## SINGLE PLAYER

This menu contains the Quick Race, Career Mode, Time Trials and Tutorial mode options, each allowing only one human player to participate.

## CAREER MENU

You can cycle through the four available Single Player game modes here relating to the type of bike you want to ride. GP, 600cc, 1000cc, and 1200cc class street bikes.

## GRAND PRIX

Race against the bikes and riders of the 2004 MotoGP season on the full complement of tracks numbering 16 professional race circuits from around the world.

On race day prior to starting, you are given the option to look for similar Xbox Live events presently available online. If a race containing similar seeds is presently set-up, you can choose to participate and earn seed and points as part of your race season.

## EXTREME

Start an alternative career on the streets. Here you have the opportunity to progress through three leagues based on the bike's engine size, these are 600cc, 1000cc and 1200cc. Work your way through the leagues, earn money from competing and build up your funds to spend on a library of motorcycles, applying upgrades as you go.

## QUICK RACE

Jump right into the action and take part in a race of your choice. Choose either Grand Prix or Extreme and select your rider from those available. There are a number of settings that can be configured to create your desired experience.

## TIME TRIAL

Your fastest lap ever recorded will be your ghost opponent as you race to beat the clock. Here you can also download other ghosts from the Xbox Live Scoreboards to take on times from the best of the best. Achieve a fast lap and you will be given the option to upload your ghost to the Scoreboards for others to download, assuming you are logged into Xbox Live.

Note: Ghost options will not appear unless you are signed into Xbox Live.

## MULTIPLAYER

Hit the circuits with up to 4 players Split Screen on the same Xbox, System link with up to 15 other Xbox's, or race online via Xbox Live with up to 16 human players.

## SETTINGS

It is possible to change a wide variety of Game settings. These include Sound, Controls, Display, and Xbox Live features.



When you select Career from the main menu you will first be presented with choice between Grand Prix and Extreme Career.

In Grand Prix you take part in the real world championship over 16 rounds, fighting to become world champion. In addition to racing you can choose any of the GP bikes that have been unlocked, customize them and change their bike set-up.

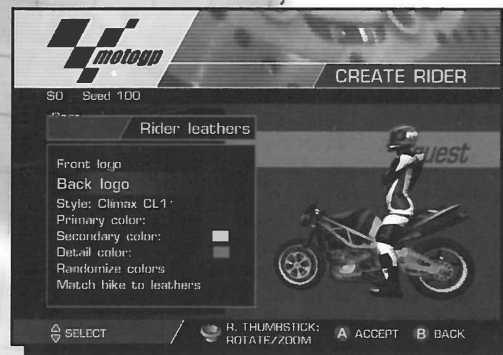
In Extreme, you're racing for money in a private underground racing league that spans across three bike classes: 600cc, 1000cc and 1200cc. Initially you can only choose the 600cc class, but as you earn more money you can afford higher-class motorbikes and access the different leagues. Become top of the league and you take home all the winnings.

Your rider can start either an Extreme or Grand Prix career, switching between them at any point from the career menu.

When you start a new season, either Extreme or Grand Prix, you are prompted for the difficulty at which you want to start playing. It is recommended that you match your difficulty for your current seeding, new players starting out at Rookie.

## DIFFICULTIES

Rookie	Recommended for Ladder Scores 100 to 81
Pro	Recommended for Ladder Scores 80 to 61
Champion	Recommended for Ladder Scores 60 to 41
Legend	Recommended for Ladder Scores 40 to 1



## CREATE RIDER SCREEN

After you started career mode you can customize your rider from the 'Riders' menu. This option is only available in Career Mode. Here you can customize your rider's appearance and personal details such as helmet design and nationality.

## CUSTOMIZATION

Name	Rider's name is directly taken from your profile name, which cannot be changed
Helmet Design	Choose a Crash Helmet from a number of custom helmet designs
Bike Design	This options allows you to edit the look of your bike and design a unique customized look with pre-defined patterns and unique logo creation
Rider Leathers	Customize the appearance of your leathers by either selecting either the licensed Berik or Arlen Ness leathers or one of the many other color adjustable designs
Player Logo	Allows you to create your own unique logo
Switch Design	Allows you to select from multiple designs from your library containing customized bike and rider designs
Team Name	Enter a name for your team.
Racing Number	Choose a racing number for your rider, this number will be printed on front and back of your bike.
Nationality	Assign your country of birth or association

Note: Licensed leathers cannot be customized if selected.



## RIDER ATTRIBUTE POINTS

Here the player can assign his starting attributes for his rider. You are given 25 rider attribute points initially to distribute amongst the four areas of rider ability: Cornering, Braking, Top Speed and Acceleration.

## CORNERING

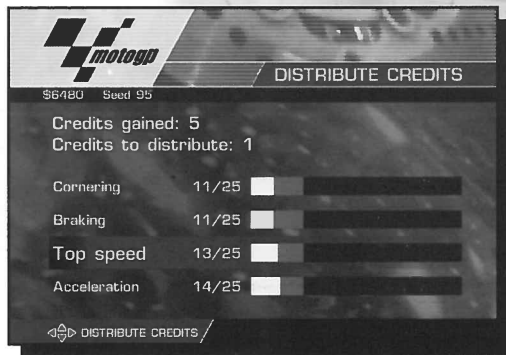
Anyone can ride fast in a straight line, but skill in cornering separates the winners from the losers. Good cornering technique means entering the corner wide and then dropping the bike on its side at a horrifyingly acute angle. Then accelerate out of the turn and allow the rear end to slide out until you are straight again. The further the bike can be leaned over, the greater the possible turning circle and cornering force the vehicle can attain. Rider dexterity also plays a huge part in cornering. The bike and rider are subject to enormous g-forces while cornering so only the most dextrous riders can hope to achieve the bike's maximum potential in this key area.

## BRAKING

Unlike cars, bikes allow the rider to control both front and back brakes so good braking technique can shave precious seconds off your lap time. An increase in Braking ability means that you can approach bends faster, brake later and harder to get ahead of the pack, before accelerating out of the bend.

## TOP SPEED

These motorcycle engines have incredible power; bikes can weigh over 130 kg yet produce up to 250bhp. Throttle control is a very precise technique: a fraction too much, and the bike will throw you, a fraction too little and the competition will leave you behind. Increasing the rider's Top Speed will give your rider the ability to manage this powerful machine, allowing you to achieve the maximum performance out of the engine.



## ACCELERATION

Effective acceleration on a motorcycle means shifting through the gears as quickly as possible. The biggest concern for a rider is the loss of time in shifting so to achieve top speeds you must change through the gears efficiently. In MotoGP: Ultimate Racing Technology 3, a rider with improved Acceleration ability, performs fewer 'accidental' wheelies, and has more power when it's needed (i.e. when exiting corners). The degree of stability as the rider shifts up and down gears is also increased, meaning a smoother ride at more consistent speeds.

## LOGO EDITING

You are able to create and save a player logo, a leather logo for the front of the leathers, a logo for the back of the leathers, and a logo on the bike that is mirrored automatically on both sides. The player logo can be used as a layer within either of the other rider or bike logos.

Logos are created from 8 layers containing the elements of your logo laid on top of each to build up the picture. These are:

TEXT, BOX, CIRCLE, SEMICIRCLE, TRIANGLE AND CLIP ART

These layers are ordered from bottom to top, the contents of each layer can be moved, scaled, mirrored, rotated, skewed and colored to create your final design.



The workshop is used to store and maintain your library of bikes that you will acquire throughout the game.

The options available in the workshop change between Grand Prix and Extreme Mode. The following options are:

## MANAGE BIKES

Change the bike you are riding to one of the other models available. In GP race mode this means any of the other bike models that you have unlocked. For the Extreme Mode, this means any of the other bikes that you own.

## VIEW SPECIFICATIONS

Lists all the specifications for your currently select bike chosen by default or from within Manage Bikes.

## BIKE SETUP

Customize your bike to suit to your own riding style and modify your machine settings for better circuit performance.

## BIKE SETUP

Take your current ride out on the Sheridan test track to test its performance.

## BUY BIKES (EXTREME MODE ONLY)

When you have earned enough money through racing in Extreme races, you may choose to invest in a better bike. Here are the manufacturers:



Responsible for the most popular bikes of all time, this Far Eastern company are the fore fathers of the modern high performance motorbike. Their machines are comfortable, easy to ride and deliver great track performance.



In true European spirit, style and passion are at the heart of this Italian company. Strong in both fared and unfared machines, they offer a diverse range of exquisitely modeled motorcycles.



With over one hundred years experience behind them, this privately owned British company has a long and proud motorbike manufacture heritage. They offer a variety of motorbikes to suit all tastes and probably produce the most beautiful unfared machines on the planet.

## SUMIYAKA

Prides themselves on innovative and affordable technology, this proud Japanese company has been in the business for over 50 years and are still going strong. Their bikes are mostly light and extremely track-focused machines that are not for the faint of heart.

## BIKE SETUP

This area is used to change elements of the bike's mechanics to tweak the performance and gear it towards specific tracks. You are also able to load and save your personal bike set-ups for reuse on various tracks.

## WHEELBASE

This changes the distance between the back and front wheels. The shorter the wheelbase the more responsive the bike feels, the longer the wheelbase the more stable the bike becomes.

## TIRE COMPOUND

You can change the front and back tires independently. The softer the tire the more stability and grip in the corners, the harder the tire the more the wheels will slide, but will achieve faster speeds on the straights.

## GEAR RATIOS

This option allows you to manually alter your gear ratios to tailor the bikes performance to better suit tracks with different requires say acceleration over top speed.



## SUSPENSION

Softer suspension allows for a smoother ride with better braking. Low speed grip is improved but the bike is less stable at high speed. Harder suspension can mean a bumpier ride. Braking power is decreased, as is low speed grip, but the bike is more stable at high speed.

## BUY PARTS (EXTREME MODE ONLY)

Here you can buy parts to upgrade your currently selected motorcycle. The parts affect five areas of the bikes performance and in some areas have trade-offs to the way the bike handles. There are three levels per upgrade available. Purchased parts are automatically attached to your selected bike and cannot be removed.

## ENGINE TUNING

Improves acceleration and smoothes the power delivery, making the engine more stable through the early gears.

## WEIGHT REDUCTION

Reduces the weight of the motorcycle improving cornering and acceleration.

## BRAKING

Improves the breaking, allowing for shorter braking distances.

## TRACTION AND STABILITY

Improves the stability, allowing the bikes to hold the corners tighter without sliding.

## BHP UPGRADES

Increases the overall power of the engine, allowing faster top speeds.

## NEXT ROUND SCREEN

The Next Round Screen tracks your current progress through your selected season.

The current round in the season is always shown when you enter this menu. You can choose from here to change your bike settings or appearance prior to the race.

This screen shows you championship points you have earned to date and your current position in the championship relating to your present race mode.

## GRAND PRIX

Your progress through the MotoGP Championship is defined in terms of points gained at each race event; this is based on the scoring system of the real sport. To win the MotoGP championship, you must gain more points than the other competitors after all races have been completed.

You will earn championship points for each race completed, with the winner being the rider with most championship points. The points for each race are as follows:

1st place	25 points
2nd place	20 points
3rd place	16 points
4th place	13 points
5th place	11 points
6th place	10 points
7th place	9 points
8th place	8 points
9th place	7 points
10th place	6 points
11th place	5 points
12th place	4 points
13th place	3 points
14th place	2 points
15th place	1 point

During the course of the MotoGP season, the player will be able to view the amount of points accumulated by each of the riders, gauging their progress against himself and other competitors.

## EXTREME POINTS SYSTEM

Like the MotoGP, your progress through the Extreme Mode is based on points earned from each race. To win the League, you must gain more points than the other competitors after all races have been completed. The points for each race are as follows:

1st place	25 points
2nd place	15 points
3rd place	10 points
4th place	6 points
5th place	3 points
6th place	2 points
7th place	1 point

## RESULTS

From here you can check the Qualify and Race Result times for each track in the present seasons calendar. You will also be able to track the championship points accumulation after each race.

### COMPLETING THE SEASON

When you complete the first season, you will be allowed to continue into the next season to race the entire championship again using the same rider, further improving your rider's skills. At the start of new season, you will be prompted for the difficulty level at which you want to compete. It is not possible to alter the difficulty level during a season with out restarting.

## GRAND PRIX RACE WEEKEND

Once you have selected to enter a round from Race Schedule you will be presented with the race schedule itinerary featuring Qualify and Race.

## PRACTICE DAY

This is an opportunity to familiarize yourself with the track and weather conditions but is not compulsory. Practice day also provides you the opportunity to view an onboard lap from an experienced GP Rider.

## QUALIFY DAY

You have a maximum of 10 minutes to achieve the best lap time possible, with competitors' times determining the final grid positions in the race. When you enter the qualifying screen the current results from your competitors start rolling in.

Competitors start from a staggered start on the track and at the end of every lap you are shown the lap time and qualifying position relative to all the other riders for that lap.

Rider and Helmet Indicators will appear on your HUD as your qualifying. These helmet icons are linked to checkpoints around the track and show your cumulative time up to that point.

Grey helmet	below personal best
Blue helmet	personal best time
Red helmet	pole position

When you have finished qualifying the name, lap time and position of the rider is presented.

## RACE

This is the main event of the Grand Prix, where you will have to complete 3 laps of the circuit in an all-out race for the finishing line. If you choose to enter the main race without first completing the qualifying round, you will start in 20th place on the starting grid.

If you're Signed in with an Xbox Live account, the game will also search for corresponding events that are being held online. Players can choose to alternatively race online continuing their career against human opponents.





This is a single race set to your preferences. When you first enter quick race, you will be presented with the options: Start Race, Choose Class, Select Track, Select Rider, and Set Difficulty.

## CLASS

Choose Grand Prix, Extreme 600cc, 1000cc, and 1200cc to determine your race category.

## SELECT TRACK

Choose the circuit from left to right and up and down for a choice of weather across Grand Prix circuits. All tracks are available from the start. You are also able to change the weather in the GP tracks.

## SELECT RIDER

The rider select screen allows you to choose between the professional riders or your custom rider. Pressing left and right on this screen will scroll through the list of riders.

As you play through Career Mode you can unlock additional GP and Extreme Riders.

## DIFFICULTY

Select either Rookie, Pro, Champion or Legend difficulty levels.

## QUICK RACE OPTIONS

Number of Laps	Either 1, 2, 3, 4, 5, 10, 15, 20 or the Real number of laps can be selected from left to right.
Bike Setup	Enables you to change the configuration of your selected bike.
Distribute Credits	Allows rider attributes to be reallocated to different skills.
Customize	Enters the bike and rider customization screens.
Friends	Enter the friends list area to view friends presently signed in and send game invites.
Scoreboards	Check the Xbox Live scoreboards to see high scores and download ghosts.
Settings	Takes you to the game settings area.

This is a single race set to your preferences. The aim of this mode is to race against the clock and your own best lap ghost to improve your overall time for each given track.

## CLASS

Choose Grand Prix, Extreme 600cc, 1000cc, and 1200cc to determine your race category.

## SELECT TRACK

Choose the circuit from left to right and up and down for a choice of weather across Grand Prix circuits. All tracks are available from the start. You are also able to change the weather in the GP tracks.

## SELECT RIDER

The rider select screen allows you to choose between the professional riders or your custom rider. Pressing left and right on this screen will scroll through the list of riders.

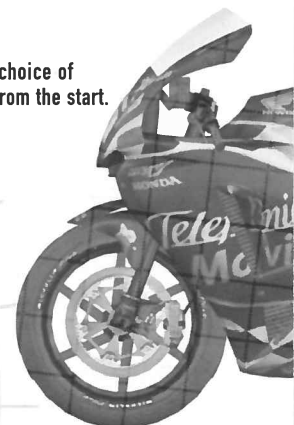
As you play through Career Mode you can unlock additional GP and Extreme Riders.

## SELECT GHOST

Allows the selection of ghosts present on the hard drive or the downloading of others from the Xbox Live scoreboards.

## QUICK RACE OPTIONS

Bike Setup	Enables you to change the configuration of your selected bike.
Distribute Credits	Allows rider attributes to be reallocated to different skills.
Customize	Enters the bike and rider customisation screens.
Friends	Enter the friends list area to view friends presently signed in and send game invites.
Scoreboards	Check the Xbox Live scoreboards to see high scores and download ghosts.
Ghost Replay	Can be set on and off and toggle the ghost in game.
Delete ghost	Allows you to remove ghosts from the game.
Settings	Takes you to the game settings area.



The multiplayer section features Xbox Live, System link and Split Screen gameplay modes.

### XBOX LIVE

Xbox Live is the online service that allows you to play against people all over the world. This mode requires you to have subscribed to the service. On entry to this mode, you are presented with the following menu. You are also able to have up to 4 people signed in simultaneously on the same console so all are able to play on the Xbox Live service:

**QUICK MATCH** — after selecting your bike class, and rider, the game performs a search for available games to join and creates one if no games are found on the server.

**OPTIMATCH** — here can define your own search criteria to isolate your preferred game online.

**CREATE MATCH** — this option allows you to define and create your own game for others to join.

**FRIENDS** — allows you to add other users from Xbox Live to your Friends List to allow quick searches for and send invites to when playing on Xbox Live.

**SCOREBOARDS** — these boards show scores for all Xbox Live users, categorized by Friends, World's Best, Legend, and Week's Best scores.

### CREATE OR EDIT SESSION

**CLASS** — Grand Prix, Extreme 600, 1000, and 1200

**GAME MODE** — Quick Race, Championship, Grand Prix, Tag mode, Stunt mode, Qualify, Custom

**MAXIMUM PLAYERS** — allows a higher limit of players to be set

**RESERVED FOR FRIENDS** — allocates a number of slots for people who are registered on your Friends List.

**USE VOICE** — No, Lobby Only, In Game, Required

**REQUIRED LANGUAGE** — if you prefer, you can limit players to same language only.

**BEST SEED ALLOWED** — limit the highest allowed seed within the game

**WORST SEED ALLOWED** — limit the lowest allowed seed within the game

Once you have confirmed your game definition, you are able to select a track if applicable and the weather if the track is a GP circuit. Once in the lobby, you are able to access game options including Bike Setup, Customization, and redistribute Rider Attribute points, or re-edit the game definition.

### LOBBY OPTIONS

The lobby is where any one who has joined a multiplayer game meets before the game is started. Whilst in the lobby the user can also customise or change the set-up of their bike and rider.

### SCOREBOARDS

Best times can only be uploaded if signed in to Xbox Live and ghosts similarly can only be uploaded and downloaded if signed in:

**MY SCORES** — Best times attained by yourself for any given track.

**FRIENDS' SCORES** — All scores for any tracks achieved by any of your friends in your Friends List.

**LEGEND SCORES** — This area is populated by times achieved in Time trial mode, and contains the best 50 time per track ever attained in this mode. Ghosts are associated with these times and are available for download.

**THIS WEEK'S SCORES** — The option lists the fastest 50 laps obtained in the last weeks play, in Time Trial mode. This will increase the chance of the new players getting their names on to the scoreboards. There are also downloadable ghosts available for these lists.

**WORLD BEST SCORES** — These best times are recorded in any game mode single or multiplayer, and are uploaded to the scoreboards when you sign on to Live. These entries do not have ghosts associated with them.

**RESET SCORES** — This option is used to reset all scores posted to the scoreboards.

**SYSTEM LINK PLAY**

System link play works by networking up to 16 Xboxes together on an Ethernet network, or 2 Xboxes directly with an Ethernet cable from one Xbox to a second. Once the Xbox is networked and can see another Xbox, the game behaves in a similar way to the Xbox Live functionality.

**SPLIT SCREEN MODE**

To play Split Screen mode you must first create at least two profiles on the Xbox. You can play up to 4 players on the same console simultaneously, but all must have a controller and sign in, in the Sign In Screen. Once each player has selected their rider, and game options can be changed by pressing the Y Button and entering the options menu.



Here you can change all the general game options, view any unlocked video footage and access Xbox Live settings and friends list.

**SOUND SETTINGS**

Edit the sound settings, including volume controls and customs sound tracks.

**SFX (Sound effects) Volume** - Set the sound volume for all the sound effects in game, including the bike engine sounds etc.

**Music Volume** - Set the in game music volume.

**Menu Music Volume** - Set the music volume in the menus.

**Speech Volume** - Allows you to change the speech volume for tutorials.

**Game Soundtrack** - Swap the in game sound track between the default MotoGP: URT3 and custom sound tracks on your Xbox.

**CONTROL SETTINGS**

Set your main game controls here, including gear set up, powerslide sensitivity, and vibration. Note: you are able to set front and back brakes in the controls.

**MANUAL GEARS** - Switch between automatic and manual gears.

**POWERSLIDE SENSITIVITY** - Set how sensitive the powerslide activation is.

**VIBRATION** - Set the amount vibration feedback on the pad.

**RIDER POSITION** - the rider position is the ability to change the riders sitting position while racing to increase or decrease the aerodynamics and aid acceleration and braking.

**BRAKES** - you are able to define a combined, front and back brake on the pad. You are given a bonus for using the individual brakes.

**GENERAL OPTIONS**

You are able to toggle and fade a lot of the in game information fields to increase the visibility once you no longer require the on screen information to aid your riding. You are also able to change a host of options like switching from MPH to KPH.

## DISPLAY OPTIONS

Edit the in game HUD (head up display) here.

**RIDER'S NAMES** — Enable or disable the names that float above rider's heads.

**INDICATOR ARROWS** — Enable or disable the driver aid corner indicator arrows.

**DISPLAY CIRCUIT MAP** — Enable or disable the in game map

**SPEEDOMETER** — Toggle between MPH and KPH.

**HUD VISIBILITY** — Edit the in game head up display's transparency level.

## XBOX LIVE OPTIONS

The options are only active when you are logged into an Xbox *Live* account.

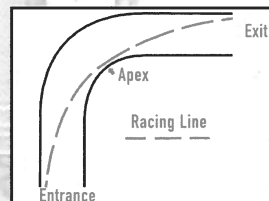
When racing in the MotoGP season you will be riding the most powerful motorbikes on the planet, so it would be good to know some of the fundamental ideas about racing before taking them out on the track. This section will cover the basics of cornering, braking and rider position then moving onto advanced techniques. Any controls referred to in this section are for the default control settings.

## RIDER POSITION

When racing on a motorbike, the rider is one third of the vehicles weight and therefore has a massive influence of the bikes handling. In MotoGP: URT3 it is possible to control the riders weight transfer and therefore increase the performance of the vehicle. When on fast straights remember to push the left thumbstick forwards to make the rider 'tuck in' to become more aerodynamic and increase the bikes acceleration and top speed. When braking pull the left thumbstick backwards to make the rider stand up and increase the vehicle drag improving the bike's braking performance.

## CORNERING

Anyone can go fast in a straight line; all the top riders know a really fast lap time is all about the turns. The idea here is to maintain as much speed as possible through the corner, this means taking the widest possible turning circle. You must use the Out-In-Out method and drive through the apex of the corner. The apex is the innermost point that you will touch when travelling through the turn. (See diagram)  
When approaching the turn, get as far to the opposite side of the road to the corner as possible (the 'Out'). Steer hard into the corner and try and clip the apex of the turn (the 'In'). Once past the apex you are on the exit of the turn and must then apply the power at the earliest point possible and just clip the outside edge of the exit straight (The Out).



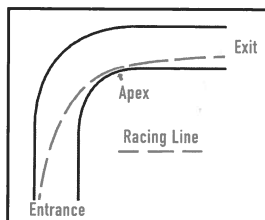
This is the basic Out-In-Out method and describes a fast way of travelling through a corner. What this diagram does not detail is all the possible racing lines that you could take. For instance the exit line could differ if there was another corner following this one. Just try and remember the last corner after a set of turns takes racing line precedence; you want to be at your fastest when exiting the last bend.

## BRAKING

Motorbikes have independent front and back brakes; they can affect the bikes handling in different ways and are therefore used for different purposes by advanced riders. The front brake is the most effective way of slowing the vehicle down. Try using the front brake if the bike is veering too wide in the corner or if you are travelling too fast in the straight. The back brake can also be used to slow the bike down but is much less powerful, so use it in conjunction with the front brake when attempting to reduce speed. The back brake can also be used to lock the back wheel and cause a back end slide, increasing the bikes turning circle.



## RACING LINE



This is an advanced version of the out-in-out apex cornering technique seen in the beginner guide above. The difference between this and a standard line is that you have to be hard on the brakes up a deeper apex point through the turn.

The deeper apex and the tighter turn before the apex point means that the rider can straighten up and therefore apply more power earlier on in the exit of the turn, meaning that they come out faster.

## POWERSLIDE

This advanced technique relies on the rider making the back wheel spin through aggressive application of the throttle causing the bike's wheels to come out of line. To achieve a powerslide you must first lock the back wheel to start a 'back wheel slide'. Once the back wheel is locked apply the throttle fully then release the back brake to start powersliding. Once powersliding you can adjust the magnitude of the slide by a combination of adjusting the throttle and turning the bike. Powersliding can tighten your turning circle making for faster corners but be warned: when the bike is powersliding it becomes unstable, if you push the powerslide too hard you may highside the bike!

## CLIMAX ONLINE

## Game Director

Rik Alexander

## Producer

Darryl Shaw

## Lead Programmer

Justin Johnson

## Code Team

Vincent Penquer'h

Ian Sweeny

Matthew

Hardingham

Mike Spencer

Iain Cantlay

Andy Copland

## Lead Artist

Halli Bjornsson

## Assistant Lead Artist

Joel Kemp

## Art Team

Peter Ford

Dave Martin

Thomas Crausaz

Dave Blewett

Dean Stolpmann

Dave Pimm

## Animators

Gylan Hunter

Charles Looker

## Lead Designer

Greg Bryant

## Designers

Tom Goodchild

Will Tarratt

## IT Support

Andy Sime

## Office Manager

Mandy Kennedy

## Technical Director

Rocco Loscalzo

## Studio Head

David Nicholson

## Executive Producer

Karl Jeffery

## CLIMAX RACING

(Post Production)

## Code Team

Shawn Hargreaves

Kim Burrows

Damyan Pepper

George Hill

Gavin Norman

## Art Team

Jason Green

Harvey Parker

Paul Shewan

Paul Meston

Rory Walker

Ben McGrath

Vassos Shirlis

Chris Hallett

Peter Butler

Dan Porter

Tony Porter

Robin Scott

Guy Mills

Craig Moore

Lawrence Elwick

## Design

Geoff Cullen

Serkan Hassan

## Audio

Steve Rockett

## QA

Chris Bowles

## MIS

Rupert Mills

James Chapman

## Technical Director

Tom Williams

## Game Director

Nick Baynes

## President

Tony Beckwith

## Special Thanks to

Jon Gibson

Alys Elwick

Mike Patrick

Alkan Hassan

Matthew Hill

Peter Pimley

Adam Sawkins

Adrian Flack

Ross Childs

Boris Lowinger

Henry Rolls

Justin Bravery

Marco Hallett

Ryan Guy

Jason McFee

Barney

Jez White

Lynn Horton

Mel Ward

Craig Gabell

Greg Michael

Adam Pitt

Keith Clarke

Daniel Tarratt

Phil Scott

Shane Byrne

Andrew Crawley

Sameer Farah

Julian Mower

James Small

Bob Pitman

## THQ PRODUCT DEVELOPMENT

## Project Management, Europe

Pierre Hintze

Iain Riches

## Executive Vice President

Worldwide Studios

Jack Sorensen

## Vice President

Product Development

Philip Holt

## Head of Product Development

Europe

Duncan Kershaw

## Senior Vice President of Business Development

Dan Kelly

## Director, Business Development, Europe

Andrew Walker

## Submissions Manager

Florence Kum

## Assistant Submissions Coordinator

Simon Deal

## Technical Director

Kish Hirani

**THQ GLOBAL MARKETING**

**Senior Vice President,  
Worldwide Marketing**  
Peter Dille

**Director, Global Brand  
Management**  
Michael Pattison

**Global Brand Manager**  
Pete Murphy

**Assistant Global Brand  
Manager**

Julien Socquet-Clerc

**Senior Project  
Manager, ICS**  
Till Enzmann

**DTP Operator, ICS**  
Anja Untiet  
Detlef Tapper  
Dirk Offenberg  
Jens Spangenberg  
Ramona Sackers  
Ramona Stell

**Director of  
Localization**  
Susanne Dieck

**Localization Engineer**  
Bernd Kurtz

**Localization  
Coordinator**  
Andreas Herbertz

**Director of Brand  
Management, USA**  
Craig Rechenmacher

**Senior Brand  
Manager, USA**  
David Miller

**Product Manager, USA**  
Rocco Scandizzo

**Marketing  
Coordinator, USA**  
Andrew Brawley

**PR Manager, USA**  
Rob Cassel

**Director, Creative  
Services**

Howard Liebeskind

**Creative Services  
Manager** — Kirk Somdal

**Associate Creative  
Services Manager** —  
Melissa Roth

**Video Production  
Manager** — Christopher  
Folino

**Video Production  
Coordinator**  
Melissa Rivas

**Video Production Editor**  
Paul Pieper

**Marketing Director, UK**  
Richard Williams

**Product Marketing  
Manager, UK & Export**  
Jon Rooke

**Marketing Executive,  
UK & Export**  
Elizabeth Blackman

**Export Sales Manager,  
UK**  
Gayle Shepherd

**THQ Thanks**  
Brian Farrell  
Germaine Gioia  
Josh Austin  
Kristy Ardell  
Leslie Brown  
Brandy A. Carrillo  
Jenni Carlson  
Debbie Fingerman  
Wendy Dormer  
Duncan Kershaw  
Phil Wright  
Barbara Chapman  
Damian Finn  
Andrew Walker  
Keith Kraegel  
William Yu  
Damian Garcia  
Steve Fields

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Simon Deal and the  
families of all THQ  
team members for  
their understanding  
and support

**THQ QA**

**Director, Quality  
Assurance**  
Monica Vallejo

**QA Manager**  
Mario Waibel

**Test Supervisor**  
David Sapienza

**Test Lead**  
Ryan Rothenberger  
Brent Doshier  
Enrique Castro

**Testers**  
Jerry Cortes  
David Tseng  
Lewis Jackson  
Ryan Coquilla  
Omar DeLeon  
Scott Shimohara  
Chris DiPrima  
Daniel Schneider  
Paul de Leon  
Shaun Denes  
Anthony Ju  
Ivan Barnes  
Sam Martin  
Tim Flanagan  
Matt Rappaport  
Sergio Mimikos  
Ali Taher  
Sean Griffith  
Willis Kemp  
Brandon Mendes  
David Gamboa  
Justin Crow  
Jonathan Moretti  
Zachary Richley  
Selvin Wright  
Shin Chau

**First Party Supervisor**  
Matt Ames  
Keith Michaelis

**First Party Specialists**  
Hugh Mitchell  
Jason Hughes  
Warren Wong

**QA Technicians**  
Richard Jones  
David Wilson

**Mastering Lab  
Technicians**  
Charles Batarse  
Glen Peters  
Anthony Dunnet  
Thomas Arnold

**Database Applications  
Engineer**  
Jason Roberts

**Game Evaluation Team**  
Sean Heffron  
Scott Frazier  
Matt Elzie

**MUSIC**

**"Use Da Slicks"**  
**Performed by:**  
Keith Clarke vs  
Another Day Lost  
**Written by:**  
Keith Clarke

**"Radio"**  
**Performed by:** Logo  
**Written by:**  
Ali Marsden,  
Paul Harvey, Dan  
Kavanah

**"Mr. Green"**  
**Performed by:**  
The White Noise  
**Written by:**  
Rob Couch,  
Sam Edwards,  
Luke Rendell

**"Apologies"**  
**Performed by:**  
Baseborn  
**Written by:**  
Andrew Agnew,  
Graeme Baldwin, Neil  
Dawson,  
Steve Moldon,  
Sanna Ronngard

**"All She Said"**  
**Performed by:**  
Hipshott  
**Written by:**  
Chris Williams,  
Thomas George,  
Gareth Morrissey,  
Alexander Bell

**"Thinker"**  
**Performed by:**  
Catch 2.  
**Written by:**  
Alex Drury &  
Chris Gaines  
**"Monkey Disco"**  
**Performed by:** Metric  
**Written by:**  
Alex Drury  
**"Metro"**  
**Performed by:** Metric  
**Written by:**  
Alex Drury

**"Ten Thousand Eyes"**  
**Performed by:** Hijera  
**Written by:**  
Andy Fielder,  
Luke Taplin,  
Matt Hirst,  
Ryan Gange,  
James Rogers

**"Tripitaka's Theme"**  
**Performed by:** Sensha  
and Snare  
**Written by:**  
Stuart Henshall,  
Neil Shervell

**"Kenetix"**  
**Performed by:** Sensha  
and Snare  
**Written by:**  
Stuart Henshall,  
Neil Shervell

**"Be With You"**  
**Performed by:** Sensha  
and Snare together  
with Natalie Jane  
Richards  
**Written by:**  
Stuart Henshall,  
Neil Shervell  
**"Deeper and Deeper"**  
**Performed by:** Sensha  
and Snare  
**Written by:**  
Stuart Henshall,  
Neil Shervell

**"Over Me"**  
**Performed by:** .....And  
A Thousand Elephants  
**Written by:**  
Mikey Sumner,  
Will Fenton,  
Rog Warner,  
Jody Rosher,  
Mark Browell, and  
Mark Phillips

**"Preach"**  
**Performed by:**  
The Zico Chain  
**Written by:**  
Chris Clitheroe,  
Ollie Middleton,  
Paul Frost

**"Thought For The Day"**  
**Performed by:**  
The Group Dynamic  
**Written by:**  
John Watt,  
Robert Lintott

**"Geisha Reun"**  
**Performed by:** U-ON  
**Written by:**  
Yuan Fung  
Courtesy of  
Pluto Studio  
**"Dubadobedoom"**  
**Performed by:** Shawn  
Hargreaves  
**Written by:**  
Shawn Hargreaves  
**"Psynn"**  
**Performed by:** Shawn  
Hargreaves  
**Written by:**  
Shawn Hargreaves

**DORNA SPORTS**

Phaedra Harmis  
Jorge Canela  
Elisabet Ros  
Ana Cortes  
Pilar Gandcedo  
Valentina Gómez  
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27001 Agoura Road, Suite 270  
Calabasas Hills, CA 91301

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